Pearson BTEC Sample Set Assignment Brief

Single Part Assessment

Unit 6 – Health and Wellbeing for Esports Players

For use with:

Pearson BTEC International Level 3 Qualifications in Esports

Certificate / Subsidiary Diploma / Foundation Diploma / Diploma / Extended Diploma

Advised hours	10

For completion by the centre

Qualification (select as appropriate)	Certificate / Subsidiary Diploma / Foundation Diploma / Diploma / Extended Diploma
Assessment date	

Pearson

Instructions to Teachers/Tutors and/or Invigilators

The Pearson Set Assignment will be assessed internally by the centre using the unit assessment criteria detailed in the qualification specification. The assignment will be sampled by the Standards Verifier as part of the standards verification annual centre visit.

Conditions of supervision

The Pearson Set Assignment should be undertaken in conditions that assure the authenticity of outcome. This may require supervision. We advise that the Pearson Set Assignment be completed in sessions that come to a total of 10 hours. The Pearson Set Assignment should not be shared with learners prior to the start of the assessment period. Teachers/tutors are responsible for security of the Pearson Set Assignment and materials.

Outcomes for submission

Learners should complete this Set Assignment through development of an ePortfolio using word-processing, presentation and/or other software as appropriate. Learners must save their work regularly and ensure that all evidence can be authenticated as their own work.

Learners must submit their own, independent work as detailed in the Set Assignment. Each learner must complete an authentication sheet.

Instructions to Learners

Read the Set Assignment carefully.

You will be asked to carry out specific activities using the information provided. You will be given a specific time period to complete the assignment.

At all times you must work independently and must not share your work with other learners. You must complete an authentication sheet and submit this along with your work.

Set Assignment Information

A project leader has asked you to take part in an esports association project raising awareness among different stakeholders of the importance of positive health and wellbeing and their impact on the performance of esports players.

Set Assignment

You must complete ALL activities.

ACTIVITY 1
Your manager has asked you to produce a presentation as part of the campaign that will target two main stakeholders: 1 Esports players: you need to help them understand the benefits of participation in different types of physical activity. 2 Local councils which have responsibility for the provision of services for people in local communities: you need to help them understand why people should have access to physical activities. This will include health benefits, but should also include a range of other factors. You must consider different categories of esports players and provide information on appropriate physical activities for each group. You should use this research to make recommendations to a local authority on how it could engage more effectively with the whole esports community to help promote physical, social and psychological wellbeing.
This activity covers learning aim A. A.P1, A.M1, A.D1

ACTIVITY 2
This section of the campaign will target esports players only. You must produce guidance to be distributed to the esports community that covers the following: • information on specific types of physical fitness and how improving these different areas can impact positively on esports performance • how and why individuals should monitor their personal health and wellbeing and that of their friends and teammates. This should include information around signs and symptoms of poor fitness and wellbeing, and strategies that can be used to improve health status.
This activity covers learning aims B and C. B.P2, B.M2, B.D2, C.P3, C.P4, C.M3, C.D3